ABSTRACT

A system and method for entity programming are provided. In an embodiment of the present invention, the system comprises an entity player for invoking an entity, wherein the entity includes a plurality of methods, an entity editor connected to the entity player, and at least one control device connected to the entity player, wherein the entity player invokes the entity methods in accordance with the control device. In an embodiment of the present invention, the method comprises selecting an entity wherein the entity includes a plurality of commands that are associated with the entity, and selecting at least one entity command. The step of selecting entity commands may be performed through the use of an entity editor.

DOCKET NO. NC30557